

Agenda for the evening

- Welcome and introductions
- Overview of general problems in photography
- Components of exposure
- Review of the histogram as an exposure tool
- Difficult high light issues
 - Bright sky
 - Back lighting
- Difficult low light issues
- Mixed light issues shadows
- Wrap-up by 8 PM

Goals for "Tricks of the Trade"

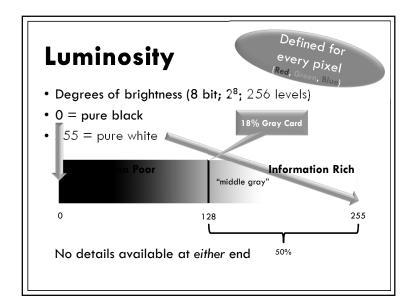
- NOT show you the way you should work
- Demonstrate and discuss specific photography issues
- Discuss the rationale for my choices
- Give opportunity to discuss how to apply ideas to <u>your</u> photography
- Ultimately, improve your photography

What ruins a photo? • Unintentionally blurred image • Out of focus • Subject moves • Camera shake • Improper exposure • Over-exposure • Under-exposure (sometimes fixable in PP) • Poor composition • Lack of subject, foreground, background • Complicating / distracting components

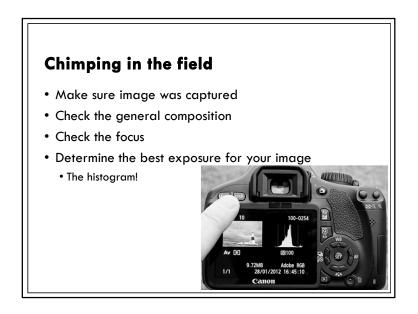
Learning Objectives

At the end of this session, you will be able to:

- Explain the role of the histogram in photography
- Identify complex or difficult light situations
- Use the exposure triangle to optimize capture
- Use the camera as a light meter / use exposure modes
- Use exposure compensation to alter camera settings
- Explore role of filters in difficult lighting
- Identify solutions for high, low, and mixed light conditions



The Histogram • Key to exposure and contrast • Shoot to the right • Don't blow-out the whites B-bit JPEG files are capable of 28 = 256 tones Red - Cyan Green - Magenta Blue - Yellow Luminosity (brightness) value 0 = black (no resolution, detail) 255 = white (no resolution, detail) 1 - 254 = shades of gray

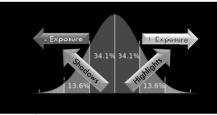


The myth of a bell-shaped curve

- A statistically 'normal' distribution is a bell-shaped curve
 - · Mean, median, and mode are equal
 - About 68% of values are within 1 standard deviation
 - About 95% of values are within 2 standard deviations
 - About 99% of values are within 3 standard deviations
- The bell-shaped curve describes a 'normal' population
- Photographs are not 'normal' so a bell-shaped curve is not a goal in image capture
- There is <u>no</u> ideal photographic histogram

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In Camera and Post-processing

- Histograms are everywhere!
- Luminosity and RGB graphs in camera
- Basic image control in Lightroom and Cameraw
- Grid and Loupe views in Library module in Lightroom
- Develop module in Lightroom
- Tone curve in Lightroom / Photoshop

Exposure Control Triangle

- Three elements control exposure
- ISO sets sensor sensitivity
- Aperture controls amount of light
- Shutter speed controls duration of exposure

Any change in one factor requires an equal and opposite sum change in the other two factors

One "stop" or EV (exposure value) implies a doubling or halving of exposure.

Exposure Control

- Shutter speed How long is the exposure?
 - Motion blur
- Aperture How much light gets to the sensor?
 - · Depth of field
- ISO How sensitive is the sensor?
 - Digital noise (grain)

Use your camera histogram

- "Shoot to the right"
- No blown-out whites
 - Watch for 'blinkies'
- May have some clipped blacks
 - Handle in post-production editing
- Negative EC for "blown" whites
- Positive EC for blacks

Post-processing / Editing

- Exposure / luminosity intensity of light
- Contrast / tonality range of luminosities

This is where

the histogram helps.

- White & black points, highlights, shadows
- Saturation (intensity of color)
- White balance
- Level and crop
- Sensor dust
- Distractions
- Sharpen
- Digital noise reduction

Camera Exposure Modes - Auto / Program - Aperture priority (A, Av) - Shutter priority (S, Tv) - Manual Difficult Lighting Canon's Exposure Dial

Camera Metering Modes

- Evaluative / Matrix
- Partial (Canon)
- Spot
- Center-weighted

Evaluative metering This is an all-around metering mode suited for portraits and even backlit subjects. The camera

Difficult exposure situations

- Bright sky either clear blue or overcast
- Harsh mid-day light
- Back-lighted subject
- Shooting into the sun (sunrise/set, silhouette)
- Shooting into the sky
- Dark conditions (interior, dense shade)
- Harsh shadows (variable light)

Filter Considerations

- UV or Haze filter
 - Controversial lens protection / light effect
- Circular Polarizing Filter (CPL)
 - Only effect that cannot be done in post-processing!
- Graduated Neutral Density (Grad)
 - Soft or hard edge transition
 - Usually 2-3 stops reduction
- Neutral Density
 - Fixed 2 or 3 stops reduction
 - Variable 1-8 stops reduction
- Color correction not needed with post-production

Filters

- Circular polarizing lens CPL (filter)
 - Only filter that cannot be replicated in editing
 - Size to maximum lens diameter
 - Adapters to smaller lenses
- Neutral density filter(s)
 - Fixed or variable
 - Round or rectangular with mount
- Graduated neutral density filter(s)
 - Rectangular (only) with mount
- · Specialty and color correction filters
- UV / haze filter controversies



- Careful with wide-angle lenses

Shooting into the sky

• Consider very wide-angle lens for drama



Dark conditions



Harsh shadows



Difficult Exposure Summary

- If reflections (minimizing them) and colors are most important, control the incoming light by using a filter.
- If motion effects are a priority, set your shutter speed first.
- If low noise is vital, set a low ISO and balance the other factors from there.
- If depth of field is critical, give preference to aperture.

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Exposure Key Points

- Histogram is your primary exposure guide in-camera
- Expose to the right but don't blow-out the whites
- Histogram is your primary guide to exposure, white point, black point, highlights and shadows control
- Use the most effective metering mode for your image
- Use local adjustments in post-processing (gradient & radial filters, dodge & burn, etc.) to create image depth



Good to Great Photographs

- Good photographs
 - Proper exposure
 - Sharp focus
 - Nice composition
 - Good subject
- Great photographs
 - Emotional impact / visual tension
 - Creativity and style
 - Feeling and emphasis
 - Seeing and understanding
 - ullet Unique perspective / lighting